

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client, said method comprising ~~the steps of:~~

[[a)] selecting a second server to receive a handoff of a multiple description streaming media session between a first server and a client, said multiple description streaming media session comprised of a first multiple description bitstream and a second multiple description bitstream; ~~and~~

[[b)] receiving at said second server, said second multiple description bitstream for streaming to said client; and

sending said second multiple description bitstream from said second server to said client while said first server continues to send said first multiple description bitstream to said client.

2. (Original) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 1 wherein said client is a mobile client.

3. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in ~~said step a)~~ of Claim 2 wherein said selecting of said second server is performed using mobility estimation.

4. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in ~~said step a)~~ of Claim 3 wherein said mobility estimation is provided by said mobile client.

5. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 1 wherein said handoff is necessitated by a condition selected from the group consisting of ~~comprising~~: dynamic network conditions, dynamic server load, and client location.

6. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 1 further comprising ~~the step of~~:

after performing said selecting ~~step a)~~, sending prefetch information to said second server.

7. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 1 further comprising ~~the step of~~:

after performing said selecting ~~step a)~~, sending prefetch information from said first server to said second server.

8. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 1 wherein said receiving step b) ~~comprises the step of:~~

receiving, at said second server, said second multiple description bitstream from said first server.

9. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 1 wherein said receiving step b) ~~comprises the step of:~~

receiving, at said second server, said second multiple description bitstream from a content source.

10. (Canceled).

11. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 9 further comprising ~~the step of:~~

[[d)] receiving, at said second server, said first multiple description bitstream.

12. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 11 further comprising ~~wherein said step d) comprises the step of:~~

receiving, at said second server, said first multiple description bitstream from said first server.

13. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 11 further comprising wherein said step d) comprises the step of:

receiving, at said second server, said first multiple description bitstream from a content source.

14. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 11 further comprising ~~the step of:~~

dropping communication between said first server and said client;
and

[[e))] sending said first multiple description bitstream from said second server to said client.

15. (Canceled).

16. (Currently Amended) A method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client, said method comprising ~~the steps of:~~

[[a))] selecting a second server to receive a handoff of a multiple description streaming media session between a first server and a client, said multiple description streaming media session comprised of a first multiple description bitstream and a second multiple description bitstream;

[[b))] sending prefetch information to said second server; [[.]]

[[c))] receiving at said second server, said second multiple description

bitstream for streaming to said client; and

[[d]] sending said second multiple description bitstream from said second server to said client while said first server continues to send said first multiple description bitstream to said client;

[[e]] receiving, at said second server, said first multiple description bitstream; and

[[f]] sending said first multiple description bitstream from said second server to said client; and

[[g]] dropping communication between said first server and said client.

17. (Original) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 16 wherein said client is a mobile client.

18. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited ~~in said step a)~~ of Claim 17 wherein said selecting of said second server is performed using mobility estimation.

19. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in ~~said step a)~~ of Claim 18 wherein said mobility estimation is provided by said mobile client.

20. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 16 wherein said handoff is necessitated by a condition selected from the group consisting of comprising: dynamic network conditions, dynamic server load, and client location.

21. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 16 wherein said sending prefetch information ~~step b)~~ comprises:

sending prefetch said information from said first server to said second server.

22. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 16 wherein said receiving said second multiple description bitstream ~~step e)~~ comprises ~~the step of~~:

receiving, at said second server, said second multiple description bitstream from said first server.

23. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 16 wherein said receiving said second multiple description bitstream ~~step e)~~ comprises ~~the step of~~:

receiving, at said second server, said second multiple description bitstream from a content source.

24. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 16 wherein said receiving said first multiple description bitstream ~~step-e)~~ comprises the ~~step of~~:

receiving, at said second server, said first multiple description bitstream from said first server.

25. (Currently Amended) The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 15 wherein said receiving said first multiple description bitstream ~~step-e)~~ comprises the ~~step of~~:

receiving, at said second server, said first multiple description bitstream from a content source.

26. (Currently Amended) A computer readable medium having computer readable code stored thereon for causing a network device to cause a handoff to a second server, in a streaming media system, of a multiple description streaming session between a first server and a client, said method comprising ~~the steps of~~:

[[a)]] selecting a second server to receive a handoff of a multiple description streaming media session between a first server and a client, said multiple description streaming media session comprised of a first multiple description bitstream and a second multiple description bitstream; ~~and~~

[[b)]] receiving at said second server, said second multiple description bitstream for streaming to said client; and

sending said second multiple description bitstream from said second server to said client while said first server continues to send said first multiple description bitstream to said client.

27. (Currently Amended) The computer readable medium of Claim 26 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device performing said selecting step a) to select said second server to receive a handoff of a multiple description streaming media session between a first server and a mobile client.

28. (Currently Amended) The computer readable medium of Claim 27 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device performing said selecting step a) to select said second server using mobility estimation.

29. (Currently Amended) The computer readable medium of Claim 28 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device performing said selecting step a) to select said second server using mobility estimation provided by said mobile client.

30. (Currently Amended) The computer readable medium of Claim 26 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device to perform said handoff due to condition selected from the group consisting of comprising: dynamic network conditions, dynamic server load, and client location.

31. (Currently Amended) The computer readable medium of Claim 26 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device to further perform ~~the step of~~:

after performing said selecting step a), sending prefetch information to said second server.

32. (Currently Amended) The computer readable medium of Claim 26 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device to further perform ~~the step of~~:

after performing said selecting step a), sending prefetch information from said first server to said second server.

33. (Currently Amended) The computer readable medium of Claim 26 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device performing said receiving step b) to receive, at said second server, said second multiple description bitstream from said first server.

34. (Currently Amended) The computer readable medium of Claim 26 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device performing said receiving step b) to receive, at said second server, said second multiple description bitstream from a content source.

35. (Canceled).

36. (Currently Amended) The computer readable medium of Claim ~~34~~ 35 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device to further perform ~~the step of~~:

[[d))] receiving, at said second server, said first multiple description bitstream.

37. (Currently Amended) The computer readable medium of Claim 36 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device performing said receiving step d) to receive, at said second server, said first multiple description bitstream from said first server.

38. (Currently Amended) The computer readable medium of Claim 36 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device performing said receiving step d) to receive, at said second server, said first multiple description bitstream from a content source.

39. (Currently Amended) The computer readable medium of Claim 36 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device to further perform ~~the step of~~:

dropping communication between said first server and said client;
and

[[e))] sending said first multiple description bitstream from said second server to said client.

40. (Canceled).